

SUPER SPACE INVADERS



SEGA™
Master System™

**INSTRUCTION
MANUAL**

WARRANTY

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Starting Up

1. Set up your Sega Master System or Master System II as described in its instruction manual. Plug in Control Pad 1.
2. Make sure the power switch is OFF. Then insert the Sega cartridge into the Power Base.
3. Turn the power switch ON. In a few moments, the Title screen appears.
4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Important: Always make sure the Power Switch is turned OFF when inserting or removing your Cartridge.

1. Sega Cartridge
2. Control Pad 1
3. Control Pad 2



THE POTTED HISTORY

Space Invaders – the game that launched a thousand space ships, was released to an unsuspecting world in 1978. Previously, Atari's Pong had introduced the public to coin ops, but Taito were determined to strike back and regain the number one spot. Toshihiro Nishikado was working in Taito's R&D department at the time. He looked at Atari's Pong and felt that a recent microprocessor would allow him to develop a new kind of game. "I thought it would be fun to destroy targets on the screen and clear everything. I also planned to have enemies which attack the player and use diplomacy with human beings, this type of game did not exist before." He spent 10 months working on the project from September 1977 to June 1978 – "Everything was new, there were no existing tools or computers at the time, so we had to build everything ourselves. First I used tanks as targets, but because of the slow processing speed of microcomputers then, it was difficult to make targets turn around and move smoothly." Influenced by the Star Wars induced Space boom that was raging in Japan at that time, Nishikado decided to use space aliens as the targets.

Space Invaders was also so new and so different that at first, Taito's game testers did not like it and Toshihiro was worried that it wouldn't be a hit. He needn't have worried – once released (after a name change from **Space Monster** to **Space Invaders** at the request of the sale department), it sold like wildfire. Production could not cope with the demand and the market was flooded by pirate copies. By Autumn 1979 it had peaked – Invadermania had gripped the world, children stole from their parents to play the game, executives stayed out at lunch all afternoon playing Invaders – it became a social problem.

Soon, however, many similar games were released which expanded the theme – **Galaxians**, **Gorf**, **Phoenix** and dozens of others as many video game manufacturers were born. Atari launched their **2600 VCS** system which gave (for the time), near arcade quality graphics on interchangeable cartridges. Atari became an overnight sensation selling literally tens of millions of VCS's all over America and Europe. Video games were here to stay.

Few games, if any, have managed to recreate the heart stopping excitement Invaders caused, the rhythmic thump – thumping as they advance down the screen getting quicker and quicker all the time, the pulse of the laser as you dart out from behind your ever crumbling shield to pick off another row of alien scum and blast that mother ship for maximum points.

Sadly, Invaders was Mr. Nishikado's first and last microprocessor videogame, the father of video games (now 47) moved departments within Taito to work on amusement machines and smart card systems.

Today he thinks games have moved on – "Graphically due to faster microprocessors, games have become very good, but I feel games themselves have not changed very much, they all look the same more or less, although occasionally some special games come out – I think Tetris is very good in this respect. I heard **Domek** are bringing out Super Space Invaders from Taito for personal computers and the **Sega Master System**. I think this game is very good because it has a lot of features and original game concepts. I hope Super Space Invaders will be as successful in Europe."

TAKE CONTROL!

1. Directional Button

- Press up or down to move between options on the Mavens 6 Control screen.
- Press left or right to move across the screen.

2. Button A

- Press to select options and to start game
- Press to fire.

3. Button B

- Press to fire extra weapon (if you have one)
- > Press **PAUSE** (on the console) during game play to pause the game, then press it again to un-pause.
- > Press **RESTART** (on the console) at any time to restart the whole game.
- > During the start-up sequence press **Button A** or **B** or any joystick to start the game.



THE GAME

Invaders is a two player simultaneous shoot 'em up with a host of new features that expand it from the original. You must destroy the advancing aliens while dodging their shots. Shoot the space ship that goes across the top of the screen to collect exciting additional weapons!

OPTIONS SCREEN (Maverick 6 Control)

1 player game: you are on your own to fight the aliens

2 player game: you and a friend join forces to fend off the attackers.

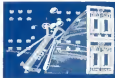
Game type: choose between normal or hard

Difficulty - you have the choice of normal, hard and easy

Sound FX - this will allow you to have the sound effects on or off.

GETTING STARTED:

For those of you who are unfamiliar with *Invaders* (where have you been?), the object is to prevent the *Invaders* from landing at the bottom of the screen. They advance one row down each time they reach the edge of the screen. You can only have one shot on the screen at a time, (unless you have a power-up) so be accurate with your firing. Once you have cleared a screen ('Attack Wave') the *Invaders* regroup and will try a new tactic. There are literally dozens of these so take time to learn them all. The secret of success is the extra weapons. These are collected by shooting the saucer that traverses the top of the screen.



After each three waves you will encounter either the Cattle Mutation bonus screen or the End of Level Guardian.

The Cattle Mutation is zany fun as you attempt to prevent your cows from being kidnapped (cow-napped?) by those pesky aliens. As this is a bonus level, you cannot be killed, but you can earn extra bonus by destroying all the alien saucers and saving all the cows.

The Guardians are very tough customers indeed. Try and get some extra fire-power before entering this level or you will almost certainly be destroyed. Each Guardian has a soft spot where he can be damaged by a direct hit but it is up to you to discover where this is.



Hints and Tips:

- * Get double or triple shots for the End of Level Guardians.
- * There is a pattern that determines which weapon is dropped by the Saucer.
- * On expanding invaders shoot alternate columns to prevent them expanding to triple widths.
- * On the Cattle Mutation level, the cow that is about to be prodded up zips left and right as he feels the tractor beam.
- * Also on this level the higher you let the saucer take the cow before shooting it, the higher the bonus.
- * Watch out for hidden levels!

WARNING: For owners of projection television. Still pictures or images may cause permanent picture tube damage or mark phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.

HANDLING THIS CARTRIDGE

This Cartridge is intended exclusively for the Sega System.

For Proper Usage

1. Do not immerse in water!
 2. Do not bend!
 3. Do not subject to any violent impact!
 4. Do not expose to direct sunlight!
 5. Do not damage or disfigure!
 6. Do not place near any high temperature source!
 7. Do not expose to thinner, benzine, etc!
- * When wet, dry completely before using. When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water. After use, put it in its case.
 - * Be sure to take an occasional recess during extended play.

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ON OTHER TITLES**

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